

IN THE CLAIMS:

1. (Currently Amended). A player tracking device for a gaming machine, the player tracking device being separated from and coupled to the gaming machine, the player tracking device being networked to a host computer of a player tracking system, the gaming machine having a controller, a display processor, and a display for allowing a player to play a game thereon, the gaming machine having at least one meter for tracking a credit counts by the controller, the player tracking device comprising:

a processor separate from and coupled to the controller of the gaming machine for reading and modifying the at least one meter thereon;

an ID Card reader coupled to the processor; and,

a touchscreen display coupled to the processor, the display being dynamically divided into at least first and second panels, the first panel implementing a user interface, the user interface for displaying information to a user and one or more user-selectable buttons and a keypad, the second panel for displaying cycling media, the processor for receiving input from the user through the user-selectable buttons, allowing the user to log onto the player tracking system and to access a player account associated with the user, and instructing the display to selectively display in response to the user input:

information relating to the player account of the user stored on the host computer, the information including total bonus points, total session points, and available cash play; and,

a live video feed from a user-selected security camera on the second panel, the live video feed being received through the network connection between the player tracking device

and the host computer, access to the live video feed being granted based on the identity of the user.

2. (Previously Presented). A player tracking device, as set forth in claim 1, the user interface implementing a virtual bezel located around the outer perimeter of the touchscreen display, the processor instructing the display to communicate information to the user using the virtual bezel.

3. (Previously Presented). A player tracking device, as set forth in claim 1, further including a keypad coupled to the processor for receiving input from the user, the processor instructing the display to display instructions for inserting an ID Card into the ID Card reader and for displaying cycling media, the keypad being implemented by the touch-screen display.

4. (Original). A player tracking device, as set forth in claim 1, wherein the cycling media includes at least one of local attractions, general in-house advertisements, paid advertisements by local merchants, show reviews, promotional alerts, security alerts, community service advisories, emergency directions, featured videos, a Keno board.

5. (Previously Presented). A player tracking device, as set forth in claim 2, the bezel having a modifiable parameter for indicating information to a slot employee.

6. (Original). A player tracking device, as set forth in claim 5, the modifiable parameter being color.

7. (Original). A player tracking device, as set forth in claim 5, the modifiable parameter having one of first and second values.

8. (Previously Presented). A player tracking device, as set forth in claim 7, the first and second values being associated with predetermined criteria of the user.

9. (Original). A player tracking device, as set forth in claim 7, the first value being indicative of a hot player, the second value being indicative of a mild player.

10. (Previously Presented). A player tracking device, as set forth in claim 1, the processor being coupled to a host computer, the host computer for managing a database containing player information, the player information including bonus points, the player tracking device for identifying a player, the display for displaying to a player at least one of a bonus point total, a session bonus point total, and an available cash play.

11. (Original). A player tracking device, as set forth in claim 10, the display for displaying a button for allowing the player to page a slot employee.

12. (Original). A player tracking device, as set forth in claim 11, the slot employee being a security employee.

13. (Previously Presented). A player tracking device, as set forth in claim 1, the display for displaying a list of vouchers assigned to a player, the player being allowed to select a voucher to download, each voucher having an associated number of bonus points.

14. (Original). A player tracking device, as set forth in claim 13, the bonus points being incentive points.

15. (Original). A player tracking device, as set forth in claim 13, the bonus points being credits.

16. (Original). A player tracking device, as set forth in claim 15, the player tracking device for allowing the player to download the credits to the gaming machine.

17. (Original). A player tracking device, as set forth in claim 13, each voucher being designated as cashable or non-cashable.

18. (Previously Presented). A player tracking device, as set forth in claim 1, the player tracking device for allowing a player to send and receive messages to one of a spouse, friend, or slot employee.

19. (Original). A player tracking device, as set forth in claim 18, the message being at least one of text, video, and audio.

20. (Previously Presented). A player tracking device, as set forth in claim 1, the player tracking device for allowing a player to conference call one of a spouse, friend, or slot employee.

21. (Original). A player tracking device, as set forth in claim 20, the conference call being one of audio and audio/video.

22. (Previously Presented). A player tracking device, as set forth in claim 3, the user being identified by at least one of an ID card inserted in the ID card reader and a identification number entered on the keypad.

23. (Original). A player tracking device, as set forth in claim 22, the display being a touchscreen, the keypad being implemented on the touchscreen.

24. (Previously Presented). A player tracking device, as set forth in claim 1, live video feed being of a remote location.

25. (Original). A player tracking device, as set forth in claim 24, the remote location being a childcare facility.

26. (Previously Presented). A player tracking device, as set forth in claim 25, the player tracking device for confirming that a child of the user is enrolled at the child care facility.

27. (Previously Presented). A player tracking device, as set forth in claim 3, the player tracking device for alerting a technician in response to an error condition of the gaming machine.

28. (Original). A player tracking device, as set forth in claim 27, the player tracking device for identifying the technician one of an ID card inserted into the ID card reader and a identification number entered on the keypad.

29. (Original). A player tracking device, as set forth in claim 28, the device for displaying technical instructions to the slot technician.

30. (Currently Amended). A device for a gaming machine for use by a user, the player tracking device being separate from coupled to the gaming machine, the player tracking device being networked to a host computer of a player tracking system, the gaming machine having a controller, a display processor, and a display for allow a player to play a

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game thereon, the gaming machine having at least one meter for tracking a credit count by the controller, the player tracking device comprising:

a processor separate from and coupled to the controller of the gaming machine for reading and modifying the at least one meter thereon;

an ID Card reader coupled to the processor; and,

a touchscreen display coupled to the processor, the display being dynamically divided into at least first and second panels, the first panel implementing a user interface, the user interface for displaying information and one or more user-selectable buttons, the second panel for displaying cycling media, the processor for receiving input from the user through the user-selectable buttons and instructing the display to display technical instructions in the form of streaming video to the user, the streaming feed being received through the network connection between the player tracking device and the host computer.

31. (Cancelled).

32. (Cancelled).

33. (Previously Presented). A device, as set forth in claim 30, the technical instructions being related to a repair of the gaming machine.

34. (Previously Presented). A device, as set forth in claim 30, further including a keypad coupled to the processor for receiving input from the user, the processor instruction the display to display instructions for inserting an ID card into the ID Card reader and for displaying cycling media, the keypad for entering repair codes by the user.

35. (Previously Presented). A device, as set forth in claim 34, the keypad for entering verification of machine activity.

36. (Previously Presented). A device, as set forth in claim 34, the device coupled to a second device of a second gaming machine, the keypad for entering verification of machine activity related to the second gaming machine.

37. (Original). A device, as set forth in claim 30, the media containing debugging information related to the gaming machine.

38. (Original). A device, as set forth in claim 30, the media containing a machine glossary of terms.

39. (Original). A device, as set forth in claim 30, media containing a live video feed from a selected security camera.

40. (Currently Amended). A player tracking device for a gaming machine, the player tracking device being separated from and coupled to the gaming machine, the player tracking device being networked to a host computer of a player tracking system, the gaming machine having a controller, a display processor, and a display for allowing a player to play a game thereon, the gaming machine having at least one meter for tracking a credit count by the controller, the play tracking comprising:

a processor separate from and coupled to the controller of the gaming machine for reading and modifying the at least one meter;

an ID Card reader coupled to the processor;

a touchscreen display coupled to the processor, the touchscreen display being dynamically divided into at least first and second panels, the first panel implementing a user interface, the user interface for displaying a virtual bezel, user-selectable buttons, and information to the user, the second panel for displaying cycling media, the virtual bezel being located around the entire periphery of the touchscreen display, the information being displayed via the bezel; and,

a keypad coupled to the processor for receiving input from the player, the processor instructing the display to display instructions for inserting a player ID Card into the ID Card reader, allowing the user to log onto the player tracking system and to access a player account associated with the user, and for instructing the display to selectively display:

a live video feed of a remote location, the live video feed being displayed in the second panel, the live video feed being received through the network connection between the player tracking device and the host computer, access to the live video feed being granted based on the identity of the user; and,

information relating to a player account of the user stored on the host computer, the information including total bonus points, total session points, and available cash play.

41. (Original). A player tracking device, as set forth in claim 40, the remote location being a childcare facility.